CARPE DIEM

An exciting tile-placement game set in ancient Rome.
For 2-4 players, ages 10+.

INTRODUCTION

Rome, 1 B.C. As influential patricians, you set out to improve your city districts. Profitable buildings and beautiful landscapes will make sure your part of the city will prosper.
While you do, make sure to adhere to the motto of "carpe diem". Seize the day by harvesting grapes and catching fish, then sell these wares on the market to make money. Build proper dwellings for your servants and they will be more diligent and more productive. And don't forget your own villa! It will gain you a lot of prestige.

Turn by turn you will try to get various building tiles to add to your district, and build more and more buildings and landscapes. Over four scoring periods your accomplishments will be turned into victory points.

The player with the most victory points at the end of the game is the winner.

INTRODUCTION

Players are wealthy builders in ancient Rome

In an elaborate turn structure players get more and more building tiles that they have to integrate into their district

After each phase there is a scoring period

The player with the most victory points wins the game

GAME CONTENTS

1 game board

9 punch-out boards:
- 84 building tiles (light green backs)
- 39 building tiles (dark green backs)
- 16 frame parts
- 24 gold coins
- 18 bread tokens
- 36 banderoles
- 1 starting player token ("hand")

4 punch-out boards:
- 4 building boards
- 4 overview boards

150 cards:
- 60 scoring cards
- 24 fountain cards
- 66 victory point cards (1, 3, 5, 10, 25 points)

44 wooden pieces:
- 4 meeples (1 "patrician" in each player color)
- 20 discs (5 in each player color)
- 20 wares (5 grapes, 5 herbs, 5 chicken, 5 fish)



*If you are reading this manual for the first time, we recommend ignoring the **bold** text in the margins. They serve as short reference for players who are already familiar with the rules and want a refresher to get into the game faster, even after a longer break.*

GAME SETUP

Before the first game, all pieces have to be carefully punched out of the boards.

Place **the game board** in the center of the table.

Distribute to each player:

- **4 random frame parts** – Assemble them piece by piece in random order into a square frame and place them in front of you.

- **1 random building board** – Place it in the frame so that the shovel in the center is rotated toward you. This is your "city district". Your goal is to build on it in a way that gains you the most victory points.

- **9 banderoles** – Distribute them on the nine banderole spaces on your building board.

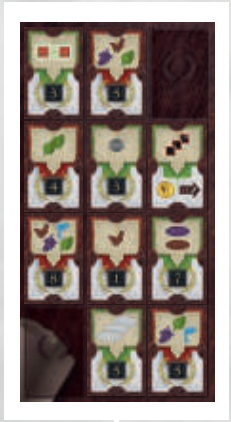
- **1 overview board** – Place it next to your district. This serves as quick reference for the main game rules and as storage for game materials.

- **1 meeple** ("patrician") in a color of your choice. Place it on any of the seven semi-circular spaces in the center of the game board that is unoccupied.

- **5 wooden discs** in the color of your meeple. Put them on your storage space for now.

- Separate the **60 scoring cards** into piles according to their backs, shuffle them, and put them next to the game board in four face down piles. Take a number of cards from each pile, depending on the number of players *(see sidebar), e.g. for 3 players, that's 2 A and 2 C cards, plus 3 B and 3 D cards.*





These 8, 10 or 12 cards (for 2, 3 or 4 players) are shuffled thoroughly and placed one by one face up on the card spaces on the left side of the game board. In a 2-player game, don't place any cards on the corner spaces. In a 3-player game, 2 opposing corner spaces stay empty. In a 4-player game, all 12 spaces are used.

Return the remaining scoring cards to the box, they won't be used this game.

GAME SETUP

Set out the game board

Distribute to each player:

- **4 frame parts (assemble to a square)**

- **1 building board (place in the frame)**

- **9 banderoles (place on banderole spaces on building board)**

- **1 overview board**

- **1 meeple (place on unoccupied semi-circular space on game board)**

- **5 discs: 1 on the banderole bar, 4 on the storage space**

Prepare the scoring cards according to player numbers and place them face up on the game board:

2 players => 8 cards:
2 A + 2 B + 2 C + 2 D

3 players => 10 cards:
2 A + 3 B + 2 C + 3 D

4 players => 12 cards:
3 A + 3 B + 2 C + 4 D



2 with 2 players
2 with 3 players
3 with 4 players

- Shuffle the **24 fountain cards** and place them in a face down pile next to the game board.



- **Set out the face down pile of fountain cards**

- Sort the **66 victory point cards** into five piles according to their point value.



- **Set out 5 piles of victory point cards**

- Separate the light and dark green **building tiles**, shuffle them and place them in face down piles next to the game board.
  Place four randomly selected light green building tiles on each large square blueprint tile space on the game board (= a total of 28 tiles). Turn them all face up. Place one randomly selected dark green building tile on each of the square seal spaces on the bottom margin of the game board. Turn them all face up.

- **Place 4 light green building tiles on each of the seven large square spaces.**

- **Place one dark green tile on each of the 11 seal spaces**

- Place the **20 wares** (5 each of grapes, herbs, fish, and chicken) as well as all coins and bread tokens next to the game board.

- **Set out all wares, coins, and bread tokens**

- The player who was born farthest from 1 B.C. gets the **starting player token**. They put one of their 5 discs on the 0 space of the banderole bar in the top margin of the game board. The other players follow in clockwise order and place their discs on top of the others.
  In addition, the starting player gets victory point cards with a total value of 8. In the 2-player game, the other player gets 9 victory points. In the 4-player game, the other players in turn order get 9, 10, and 11 victory points.



- **Distribute starting player token and victory points as follows: 8 for the starting player, 9 for the second player, 10 and 11 for the remaining players (for the 2- and 4-player games)**

Attention: The 3-player game is special: The starting player gets 8 victory points, the next player 9, and the third player gets 13 victory points!

Attention: **For the 3-player game, distribute 8, 9, and 13 victory points!**





Example "city district"



Game board setup for a 3-player game







PLAYING THE GAME

„For four full weeks, we work diligently around the clock to 'seize the day' as best we can."

The game consists of **four phases of seven rounds each.**

After each phase there is a scoring period. After the fourth scoring period, there is a final scoring period. This ends the game, and the player with the most victory points is the winner.

The starting player starts with their turn, then the other players follow in turn order. Once the last player has completed their turn, the current round ends. After exactly 7 rounds all 28 building tiles have been picked, and the phase ends.

Each turn, the current player moves their meeple onto one of the opposite semi-circular spaces. They pick one of the building tiles located on the adjacent blueprint space and immediately integrate it into their district (see page 5: "Building Rules"). "Opposite" spaces are connected to the original space by black lines. At the beginning of their next turn, the player moves from their current space along a black line to one of the two opposite spaces, and so on.



In addition, the following rules apply:

- Meeples may move onto a space that is already occupied.

- Meeples must be moved every turn, they cannot stay where they are. (Exception: see "Baker" on page 7.)

- After moving, the current player *must* select a tile. If they do not want to or cannot integrate that tile into their district, they place it face down on the storage space on their overview board, where it stays until the end of the game.

- If – after a few rounds – a player moves onto a semi-circular space without a building tile next to it, they immediately move again until their meeple moves onto a space with at least one tile next to it. Each of these extra moves must follow the movement rules.

PLAYING THE GAME

The game consists of 4 phases of 7 rounds

At the end of each phase: Scoring occurs

The current player must place their meeple on either of the two opposite spaces and select a tile from next to it to integrate into their district

If there are no more building tiles left, they must continue moving (also allowing the player to move back to their starting space)

Attention! Important for the 2- and 3-player games:

In the 2-player game, the two remaining building tiles are removed from a space as soon as the second tile has been picked. In the 3-player game, the last remaining building tile is removed from a space as soon as the penultimate tile has been picked. Return the removed tiles to the box, they won't be used for the remainder of the game.

2 players: Always remove the final 2 tiles

3 players: Always remove the final tile

Players move their meeple for exactly seven rounds until all building tiles have been picked (or removed) from the game board and the first phase ends, followed by the first scoring period (see page 8: "Scoring").

BUILDING RULES

BUILDING RULES

The first tile selected by a player must be placed on the shovel space. All subsequent tiles must be placed adjacent (not diagonally!) to a tile that is already on the building board. The frame does not count as a tile!

First tile on the shovel space

Tiles must be placed in a way that all its sides match each adjacent tile. There is no "top" or "bottom", you may rotate it as you like.
"Matching" means that every adjacent side to each other must match. Pond must touch pond, grass must touch grass, villa must touch villa, yellow dwelling must touch yellow dwelling, etc. Non-matching combinations are not allowed! The frame counts as 'grass', i.e. you may only put tiles with a grass side adjacent to a frame piece.

All subsequent tiles are placed adjacent to matching tiles

If a player places a building tile on a space with a banderole, they first remove the banderole completely from the game, then move their disc one space on the banderole bar. If that space is already occupied, they place their disc on top of the other disc(s).

When placing a tile on a banderole space: Move 1 space on banderole bar

In most cases, whenever a player completes a building or a landscape, they immediately get a reward. In addition, completed buildings and landscapes help during scoring and may gain additional victory points during the final scoring period at the end of the game (more info can be found on the overview board).



Villas



… can be any size. A completed villa consists of at least two adjacent tiles, where none of those tiles have an "opening". Completing a villa doesn't grant a reward, but completed villas gain victory points at the end of the game (see page 11: "End of the Game"). Players may own multiple complete and incomplete villas.

The Four Types of Landscape

A completed landscape consists of 2-4 tiles of the same type. Whenever a player completes a landscape, they are immediately rewarded with a one time bonus of **wares** from the supply. The bonus is always the **number of used tiles minus 1**. Place the wares on your storage space. A player may own multiple complete and incomplete landscapes of any type and size.

Depending on the type of landscape, the player gets:



The Four Types of Dwellings

A dwelling always consists of exactly two halves of the same color. A player may own multiple complete and incomplete dwellings of any type.

Whenever a player completes a dwelling, that player *immediately* receives a *one-time bonus*, depending on the roof color:

- **Merchant:**



The player returns all their wares (fish, herbs, etc.) to the supply and gets that many **coins plus 1 additional coin** from the supply. They place them on their storage space. If that player doesn't own any wares to trade in, they just get the additional coin from the supply.

Example: Nick trades in 1 fish, 1 chicken, and 2 grapes and receives 5 coins.

During scoring, **coins** can be used as wildcards to replace any ware (fish, herb, etc.) (see page 9: "The Scoring Cards").

Villas …

- can be any size

- help during scoring

- when completed, gain victory points at the end of the game

Landscapes …

- consist of 2-4 tiles

- are rewarded with grapes, herbs, chicken, and fish (number of tiles minus 1!)

- may help during scoring



This 3-tile pond rewards 2 fish.

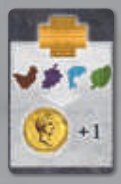
Dwellings …

- consist of 2 tiles

- may help during scoring

- grant the following rewards:

Wares = coins + 1



Coins = wildcards

• **Baker:**



The player takes **2 bread tokens** from the supply and puts them on their storage space.

Bread can be used for two different purposes:

1.) At the beginning of a player's turn, they may pay **one bread token** into the supply to move their meeple against the rules to any space (or remain where they are!) and pick a tile from there.

2.) During scoring, a player may pay **three bread tokens** to fulfill the requirements of one of the two adjacent scoring cards. That player receives the rewards of that card without meeting the actual requirements shown on the card. This is true for the "green" requirements (where you need to own something) as well as the "red" ones (where you have to pay something). (More info on page 9, "The Scoring Cards".)

Note: If a player receives bread as a reward and then owns 3 bread, they may immediately use them during the same scoring period.

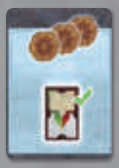
+ 2 bread tokens



Hand in 1 bread = move meeple to any space



Hand in 3 bread = fulfill one scoring card requirement



• **Administrator:**



The player moves their disc **two spaces** on the banderole bar. If that space is occupied, put the disc on top.

+ 2 spaces



• **Craftsman:**



The player selects any one of the building tiles on the **bottom margin** of the game board and *immediately* integrates it into their district, following the building rules. If that tile completes anything, they are rewarded accordingly. If they complete another craftsman dwelling, they select another tile, etc.
The building tiles on the bottom margin are *not* replaced with new tiles.

+ 1 building tile



Markets / Bakeries / Fountains

Markets always consist of the single tile they are depicted on. The same applies to bakeries and fountains. They are always surrounded by grass, so they can only be placed adjacent to other grass.

Markets / Bakeries / Fountains ...

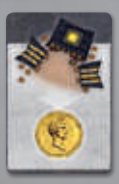
- always consist of 1 tile

- grant the following rewards:



• **Market:**
When you place a market, you are rewarded **one coin** from the supply. Place it on your storage space.
More information about using coins can be found in "Dwellings: Merchant" (page 6) and "The Scoring Cards" (page 9).

+ 1 coin





• **Bakery:**
When you place a bakery, you are rewarded **one bread** from the supply. Place it on your storage space.
More information about using bread can be found in "Dwellings: Baker" (page 7) and "The Scoring Cards" (page 9).

+ 1 bread token



• **Fountain:**

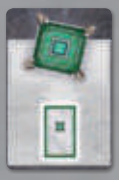


When you place a fountain, look at the **top two cards** of the face down fountain card pile. Pick one of them and place it face down next to your storage space. Put the other card face down under the fountain card pile

Attention: For each subsequent fountain you place during this game, you may keep both cards and return a card from an earlier fountain to the bottom of the fountain card pile.

Note: For the unlikely case that there aren't enough tokens for wares, bread, or coins, simply use other materials instead.

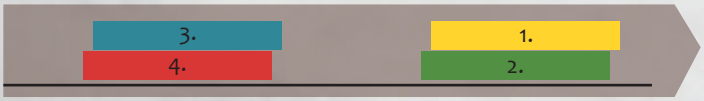
+ 1 fountain card



- may help during scoring

SCORING

After each player has completed their 7 turns, all 28 building tiles have been used up. The phase ends by scoring this round: The player who has progressed furthest on the banderole bar begins. If there is a tie, the player on top begins.



If it's your turn to score, place *one* of your discs on an *empty* circle space to trigger *both* adjacent scoring cards (see next page for details). After each player has placed one disc and triggered both cards, scoring ends and the next phase is prepared (see page 11: "Subsequent Phases").

The scoring discs stay where they are, i.e. these spaces can't be used during subsequent scoring periods. Only the *current* disc triggers scoring of adjacent cards. Discs from previous scoring periods do not trigger, they just block that particular space.

Note: You always have one more space available than necessary for the number of players (9 spaces for 2 players, 13 spaces for 3 players, and 17 spaces for 4 players).

SCORING

Players score in order of banderole bar progress

The scoring player *must* place one of their discs on an *empty* circle space, triggering the two adjacent scoring cards



THE SCORING CARDS

There are two types of scoring cards:



For cards with **green** background, you must *own* whatever is shown in the top half of the card *(e.g. three completed dwellings, or 2 villa chimneys, or . . .)* to receive the rewards shown in the bottom half.



For cards with **red** background, you must *pay* the wares shown in the top half (or the same number of coins) to get the rewards.

The following applies to both types: If a player owns (or pays) *multiples* of whatever is shown on the card, they also receive the shown rewards *that often (see examples below)*.

In addition, there are four types of cards: A, B, C, and D. They are pre-selected depending on the number of players (according to their backside) and then distributed *randomly*.



• **A and B Cards**

These cards require you to pay a specific quantity of *the same* (A cards) or *different* wares (B cards). Any wares can be replaced by coins.

For example, these four cards read as follows:



Pay 2 (4, 6, …) herbs and/or coins (or 3 bread) to get 4 (8, 12, …) victory points.



Pay 3 (6, 9, …) chicken and/or coins (or 3 bread) to get 7 (14, 21, …) victory points.



Pay 1 (2, 3 …) set(s) consisting of 1 chicken, 1 grape, and 1 fish and/or coins (or 3 bread) to get 5 (10, 15…) victory points.



Pay 1 (2, 3 …) set(s) consisting of 1 chicken, 1 grape, 1 herb, and 1 fish and/or coins (or 3 bread) to get 5 (10, 15…) victory points.

THE SCORING CARDS

There are cards with green background (you need to *own* what is shown)

… and red background (*pay* what is shown)

There are four types of cards: A, B, C, and D (quantities depend on number of players)

Example:
Sophie placed her disc and triggered the scoring card on the far right (plus one more card that is not shown). She pays 3 bread tokens (= 1 set) as well as 3 coins, 2 fish, 2 herbs, and 1 chicken (= 2 more sets) to gain 3 x 8 = 24 victory points.

• **C Cards**
These cards are affected by your villas.

Some have you count the total **number of chimneys** in your district. Every chimney counts, no matter if the villas are completed or not.

Other are only affected by **completed villas** (independent of their size!). Incomplete villas are ignored.

For example, these four cards read as follows:



For 2 (4, 6, …) chimneys (or 3 bread) you get 1 (2, 3, …) bread tokens.



For 3 (6, 9, …) chimneys (or 3 bread) you get 1 (2, 3, …) coins and move 1 (2, 3, …) spaces on the banderole bar.



For 1 (2, 3, …) completed villas (or 3 bread) you get 3 (6, 9, …) victory points.



For 2 (4, 6, …) completed villas (or 3 bread) you get 1 (2, 3, …) sets consisting of 1 coin, 1 bread, and moving 1 space on the banderole bar.

Example:
Nick placed his disc between the two cards on the left. There is a total of 7 chimneys in his district. The left card gets him 3 bread tokens. The other card gets him 2 coins and 2 spaces on the banderole bar.

• **D Cards**
These cards are affected by your **landscapes**, **dwellings**, as well as **markets**, **bakeries**, and **fountains**.

For example, these four cards read as follows:



For 1 (2, 3, …) completed merchant dwellings (or 3 bread) you get 3 (6, 9, …) victory points.



For 1 (2, 3, …) sets consisting of 1 completed pond and 1 completed garden, (or 3 bread) you get 7 (14, 21, …) victory points.



For any 3 (6, 9, …) completed landscapes (or 3 bread) you get 1 (2, 3, …) coins and bread tokens.



For 2 (4, 6, …) bakeries (or 3 bread) you get 3 (6, 9, …) victory points.

Example:
Hank placed his disc between the cards in the center. His district contains 7 completed landscapes of arbitrary size, including 2 ponds and 1 garden. The left card gets him 7 victory points, the right card gets him 2 coins and 2 bread tokens.

Important! If a player can't fully meet the requirements of a scoring card, they don't get any victory points at all and instead lose **4 victory points.**That means that a player might lose up to 8 victory points during a scoring period!

Example: For one of her scoring cards, Sophie needs to pay 3 herbs, but she only owns 2. She neither owns coins nor 3 bread tokens. She keeps the 2 herbs, and instead of gaining 7 victory points, she loses 4 victory points.

If a player cannot meet the requirements on a scoring card, they lose 4 victory points!

Each player decides the order in which they fulfill their two scoring cards. Sometimes it is possible to fulfill the second scoring card with the rewards from fulfilling the first.

Subsequent Phases follow the same pattern:

- In the second and third phases, distribute **28 light green building tiles** on the seven blueprint spaces of the game board. In the fourth phase, distribute the remaining **28 dark green building tiles.**

  Note: As opposed to the light tiles, the dark tiles always only show exactly one thing.

- Pass the **starting player token** to the left.

- Scoring cards and banderole discs as well as meeples stay where they are.

For the next three phases distribute 28 tiles each

In the fourth phase use the dark green tiles

Next player becomes starting player

END OF THE GAME

END OF THE GAME

The game ends after scoring the fourth phase, followed by the **final scoring**. For the final scoring period, follow the dark grey list on your overview boards:

After the fourth scoring period there is a final scoring period

• **Villas:**
Count the chimneys in each of your completed villas and take the listed victory points. Incomplete villas and their chimneys are ignored.

Completed villas: victory points for chimneys

Example: Nick has a completed villa with 3 chimneys and two completed villas with 5 chimneys each. He also owns two incomplete villas with 4 chimneys each: He receives 3+7+7+0+0=17 victory points.

• **Remaining items:**
Divide the number of remaining items on your storage space (wares, coins, bread tokens, and building tiles) by 2. You gain that many victory points, rounded down.

Victory points for remaining items divided by 2

• **Banderole bar:**
You gain as many victory points as shown on the banderole bar space with your disc.

Victory points for position on banderole bar

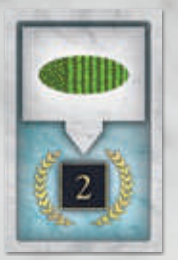
• **Fountain cards:**
Reveal your fountain cards. You gain that many victory points depending on your achievements. If you have both fountain cards of the same type, you get victory points for both of them.

Fountain cards: victory points depending on achievements

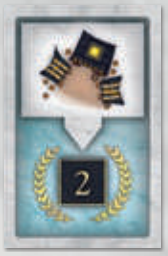
For example, these four fountain cards read as follows:



For each completed merchant dwelling in your district, you get 2 victory points.



For each completed garden in your district, you get 2 victory points.



For each market in your district, you get 2 victory points.



For each completed villa in your district (of any size), you get 2 victory points.

• **Frame achievements:**
Each player has two goals on each of their 4 frame parts. Frame achievements work as follows: Draw an imaginary line starting at the golden arrow that shows a building or landscape type. That line must intersect with at least one completed building or landscape of that type. Incomplete or additional matching buildings or landscapes do not count.

Frame: victory points depending on achievements



This player achieved the "baker dwelling" goal (1x 4 victory points) and the "villa" goal (1x 3 victory points), but not the "pond" and the "garden" goal.

The player with the most victory points **is the winner.** If multiple players are tied for most victory points, the player among them who is *last* on the bande-role bar wins the game.

The player with the most victory points wins the game

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